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Application No. 09/647,736

September 18, 2006



AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (original) A method of processing data in a distributed computing environment wherein a client and a server process data, the method comprising sending the server from a first place where it communicates with the client, through the distributed computing environment towards a second different place to perform data processing therefrom.

2. (previously presented) A method according to claim 1 further comprising freezing incoming calls for data processing to the server at the first place while it is being sent from the first place to the second place, and thereafter directing the frozen calls towards the second place to be processed by the server when it has become functional at the second place.

3. (previously presented) A method according to claim 2 further comprising waiting for the server to complete its current processing tasks before sending it to the second place.

4. (previously presented) A method according to claim 1 further comprising converting the server from an operational configuration at the first place into

a configuration suitable for transmission through the distributed environment to the second place.

5. (previously presented) A method according to claim 4 wherein the conversion comprises serialization of the server.

6. (previously presented) A method according to claim 1 further comprising creating a proxy for the server at the first place, which controls the sending of the server towards the second place.

7. (previously presented) A method according to claim 1 further comprising sending the client towards a different place in the distributed computing environment.

8. (original) A method of processing data in a distributed computing environment wherein a client and a server process data, the method comprising receiving the server sent from a first place where it communicated with the client, through the distributed computing environment, at a second different place, to perform data processing at the second place.

9. (previously presented) A method according to claim 8 wherein the server is received at the second place in a form suitable for transmission through the

distributed environment, and the method further comprising converting the received server at the second place into a form suitable for processing data at the second place.

10. (previously presented) A method according to claim 9 wherein the converting includes deserializing the server.

11. (previously presented) A method according to claim 8 further comprising producing a proxy for the received server, at the second place.

12. (previously presented) A method according to claim 8 further comprising receiving at the second place, data processing calls for the server directed thereto from the first place after the server has become operational at the second place.

13. (currently amended) A software entity storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to provide a server for a client in a distributed computing environment characterized in that the software entity is selectively re-locatable to different places via transmission through the environment.

14. (currently amended) ~~An entity~~ storage device according to claim 13, wherein the software entity is operable to function as the server at a first place in the

environment and then to re-locate and function as the server at a second place in the environment.

15. (currently amended) ~~An entity~~ storage device according to claim 13, wherein the software entity is operable such that data calls thereto from a client are frozen during the re-location.

16. (currently amended) ~~An entity~~ storage device according to claim 13 wherein the software entity is operable to provide a proxy functional to send the server through the environment to achieve the relocation.

17. (currently amended) ~~An entity~~ storage device according to claim 16 wherein the proxy is functional to wait for the server to complete its current processing tasks before commencing the relocation.

18. (currently amended) ~~An entity~~ storage device according to claim 16 wherein the proxy is operable to serialize the server from its functional configuration into a configuration suitable for transmission through the distributed environment so as to achieve the relocation.

19. (currently amended) ~~A software entity~~ storage device according to claim 13, wherein the software entity is stored on a storage medium.

20. (currently amended) A distributed computing ~~environment~~system comprising a client and a server for processing data, the server being serialized for transmission between a first place where it communicates with the client, through the distributed computing environment and a second place, different from the first place, to perform data processing.

21. (previously presented) A proxy for use in a distributed computing environment wherein a client and a server process data, the proxy being operable to send the server from a first place where it communicates with the client, via transmission through the distributed computing environment towards a second different place to perform data processing.

22. (previously presented) A proxy according to claim 21 wherein the proxy is operable to freeze incoming calls for data processing to the server at the first place while it is being sent from the first place to the second place, and thereafter to direct the frozen calls towards the second place to be processed by the server when it has become functional at the second place.

23. (previously presented) A proxy according to claim 21 wherein the proxy is operable to wait for the server to complete its current processing tasks before sending it to the second place.

24. (previously presented) A proxy according to claim 21 wherein the proxy is operable to serialize the server from an operational configuration at the first place into a configuration suitable for transmission through the distributed environment to the second place.

25. (previously presented) A host provided with client and server objects for processing data in an object oriented distributed processing environment characterized in that the server object is selectively re-locatable to different places in the environment via transmission through the environment.

26. (previously presented) A host according to claim 25 wherein the server object is operable such that data calls thereto are frozen during the relocation.

27. (original) A host according to claim 25 wherein the server is provided with a proxy compatible with CORBA or OLE architecture.

28. (previously presented) A server object for processing data in an object oriented distributed processing environment characterized in that the server object is re-locatable for operation at different places and is provided in use with a proxy which freezes data calls thereto during the relocation and subsequently forwards them to the moved server object.

29. (previously presented) A method of processing data in a distributed computing environment wherein a client object and a mobile server object process data, the method comprising sending the mobile server object from a first place where it communicates with the client object, via transmission through the distributed computing environment towards a second different place to perform data processing therefrom.

30. (previously presented) A method of processing data in a distributed computing environment wherein a client and a mobile server process data, the method comprising receiving the mobile server sent from a first place where it communicated with the client, through the distributed computing environment via transmission, at a second different place, to perform data processing at the second place.

31. (currently amended) A software entity storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to provide a mobile server for a client in a distributed computing environment characterized in that the software entity is selectively movable to different places via transmission through the environment.

32. (previously presented) A host provided with a client object and a mobile server object for processing data in an object oriented distributed processing environment characterized in that the mobile server object is selectively movable to different places in the environment via transmission through the environment.

33. (previously presented) A method according to claim 4, further comprising deserializing the server after transmission through the distributed environment to the second place.

34. (currently amended) ~~An entity~~ software entity storage device according to claim 13, wherein the software entity is executable to serialize the server so that the server is in a form suitable for relocation to a different place via transmission through the distributed computing environment.

35. (previously presented) An entity according to claim 34, wherein the software entity is executable to deserialize the server subsequent to being relocated to the different place via transmission through the distributed computing environment.

36. (previously presented) A distributed computing environment according to claim 20, wherein the server is arranged to be deserialized after transmission to the second place.

37. (previously presented) A host according to claim 25, wherein the server object is arranged to be serialized so that the server object is in a form suitable for transmission through the environment to the different places.

38. (previously presented) A host according to claim 37, wherein the server object is arranged to be deserialized after transmission to a different place in the environment.

39. (previously presented) A server object according to claim 28, wherein the server object is arranged to be serialized so that the server object is in a form suitable for relocation to a different place via transmission through the distributed processing environment.

40. (previously presented) A server object according to claim 39, wherein the server object is arranged to be deserialized after being relocated to the different place via transmission through the distributed processing environment.

41. (previously presented) A method according to claim 29, wherein the mobile server object is serialized so that the mobile server object is in a form suitable for transmission to the second place through the distributed computing environment.

42. (previously presented) A method according to claim 41, wherein the mobile server object is deserialized after being transmitted to the second place through the distributed computing environment.

43. (previously presented) A method as in claim 30, further comprising deserializing the mobile server after being received at the second place.

44. (previously presented) A software entity according to claim 31, wherein the software entity is executable to serialize the mobile server so that the mobile server is in a form suitable for moving to the different place via transmission through the distributed computing environment.

45. (previously presented) A software entity according to claim 44, wherein the software entity is executable to deserialize the mobile server subsequent to being moved to the different place via transmission through the distributed computing environment.

46. (previously presented) A host as in claim 32, wherein the mobile server object is arranged to be serialized in a form suitable for moving to a different place via transmission through the distributed computing environment.

47. (previously presented) A host according to claim 46, wherein the mobile server object is arranged to be deserialized after being moved to the different place via transmission through the distributed processing environment.